ABLATIVE ARMOUR

A ship with Ablative Armour increases its Armour by 2 points (5+ Armour becomes 3+ Armour) until it is Crippled. Note that this bonus is lost for the rest of the game.

LOW POWER

Up to 1 Low Power weapon (or multiple Low Power weapons with the Linked special rule) may be fired instead of close action weapons in addition to other weapons permitted by a ship's orders. A ship that is unable to use any of its weapon systems due to a special order may not use Low Power weapons either.

SUBSYSTEM NETWORK

Whenever a ship with this rule fires a weapon, it may also fire an additional weapon of the same type if it has one. That weapon still cannot fire twice during one turn.

SYSTEMS

When building Resistance ships, some may take additional options from Systems lists. When this is listed as an option, the base points cost for a ship is listed as normal. Every additional option chosen from the Systems list costs extra points to be added to that ship. Most options can be taken multiple times, but some ships may have limits on repeat systems.

GROUPS

All ships in the same Group must take the same options from a Systems list.

ELITE BRIDGE CREW

A Resistance Fleet ship may remove a Major Spike when on Standard Orders.

LAUNCH ASSETS & ADMIRALS

Resistance fleets use the Launch Assets and may choose from the Admirals on this card. When drawing Command Cards, Resistance players always draw one additional card, and then discard one card of their choice from their hand.

ADMIRAL	AV	ALLOWED	PTS
ENGINEER	3	S/C/B	20
HEAD ENGINEER	4	S/C/B	40
HIGH TECHNICIAN	5	C/B	80
CHIEF OPERATOR	6	C/B	100
MASTER ARTIFCER	7	B	140

TYPE	THRUST	POINT DEFENCE BONUS
FIGHTERS	20"	+5
DROPSHIPS	3"	-
BULK LANDER	6"	-

TYPE	THRUST	LOCK	ATTACK	DAMAGE	SPECIAL
TORPEDOES	12"	2+	6	1	-
BOMBERS	12"	4+	3	1	-
FIRE SHIP	6"	2+	1	3	MAY NOT DOUBLE THRUST

FRIGATE SYSTEMS

N-31 HYBRID GUN TURRET

NC-16 MISSILE TURRET

LIGHT VENT CANNON TURRET

SENSOR DOME

ABLATIVE ARMOUR

STRIKE CARRIER

CRUISER STRUCTURES

SCANNER ARRAY

ABLATIVE ARMOUR

DRIVE REFT

Posted in r/DropfleetCommander by u/THNDR-KNGHT
reddit

Resistance Fleet
Fastplay Sheet

DROPFLEET COMMANDER

Name	Scan	Sig	Thrust	Hull	A	PD	G	T	Special
Frigate	4"	2"	11"	4	5+	1	3-6	L	-

Type	Lock	Attack	Damage	Arc	Special
NC-1 Missiles	4+	1	1	F/S/R	Close Action

Hardpoints: This ship must take 1 option from the Frigate Systems list.

Points
25

Name	Scan	Sig	Thrust	Hull	A	PD	G	T	Special
Heavy Frigate	4"	2"	9"	5	5+	1	2-4	L	Ablative Armour, Subsystem Network

Type	Lock	Attack	Damage	Arc	Special
NC-1 Missiles	4+	1	1	F/S/R	Close Action

Hardpoints: This ship must take 1-2 options from the Frigate Systems list.

Points
32

Name	Scan	Sig	Thrust	Hull	A	PD	G	T	Special
Strike Carrier	4"	2"	11"	4	5+	1	1-3	L	Atmospheric

Type	Lock	Attack	Damage	Arc	Special
NC-1 Missiles	4+	1	1	F/S/R	Close Action

Hardpoints: This ship may choose to take up to 1 option from the Frigate Systems list.

Load	Launch	Special
Dropships	1	-

Points
26

Frigate Systems

Turrets

Cost	Type	Lock	Attack	Damage	Arc	Special
3	N-31 Hybrid Gun Turret	4+	2	1	F/S	Squadron-3
5	NC-16 Missile Turret	3+	D3+2	1	F/S/R	Close Action
5	Light Vent Cannon Turret	3+	2	1	F/S	Unstable, OC, Scald

Structures

Cost	Type	Effect
10	Sensor Dome	Gain Detector special rule.

Posted in r/DropfleetCommander by u/THNDR-KNGHT

reddit